PYLE PRO

PDCD940MP

PROFESSIONAL DUAL CD MP3 PLAYER WITH SEAMLESS LOOP & SOUND EFFECT
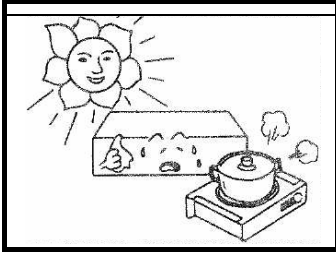
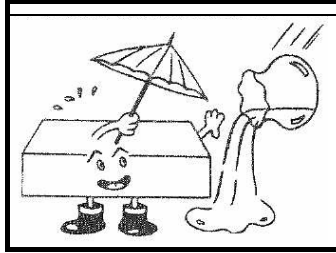# OWNER'S MANUAL

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NOTE ON USE

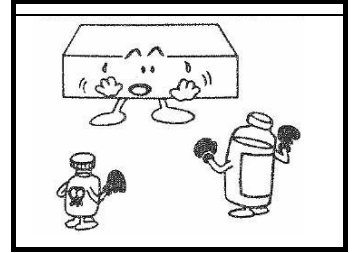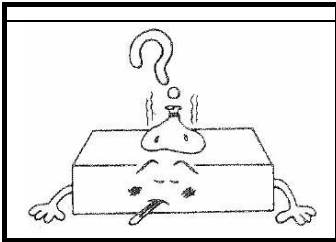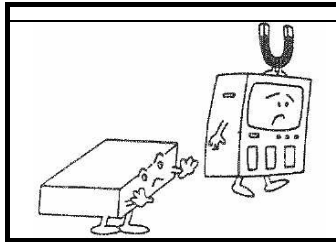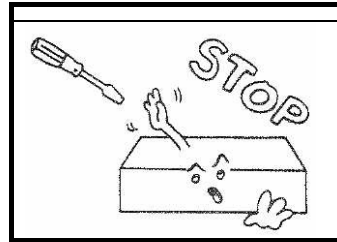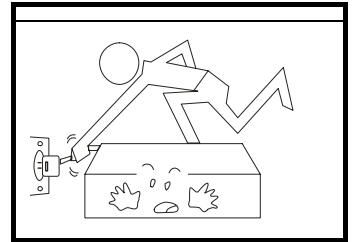|			
BE CAREFUL OF HIGH TEMPERA-TURE	TO AVOID DUST & MOISTURE	TO AVOID PLACING ON UN-STABLE LOCATION	DO NOT USE CHEMICALS
IF OUT OF WORK, CONTACT SALES AGENCY IMMEDIATELY	KEEP AWAY FROM TV & MAGNETISM	DO NOT OPEN THE CASE	CARE WITH THE POWER CORD
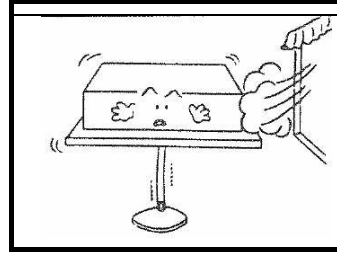
This product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local city office, your household waste disposal service or the shop where you purchased the product.

For Safe and Efficient Operation

- Select the installation location of your unit carefully. Avoid placing it in direct sunlight. Also avoid locations subject to vibration and excessive dust, heat, cold or moisture. Keep away from sources of hum such as transformers or motors.

The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.

The MAINS plug is used as the disconnected device, the disconnect device shall remain readily operable.

WARNING: The user shall not place this apparatus in the confined area during he operation so that the mains switch can be easily accessible.

- Do not use this compact disc player where there are extremes in temperature (below 41 o F/5 o C or exceeding 95 o F/35 o C)
- Do not open the cabinet as this might result in damage to the set or electrical shock.

SAFETY CERTIFICATION

Laser Diode Properties
Material: Ga.-Al-As
Wavelength: 755-815 nm (25°C)
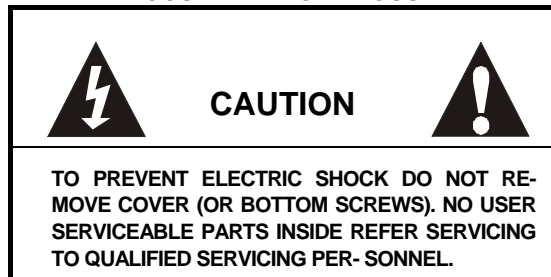Laser Output: Continuous Wave max. 0.5mW

- Be sure your hands are clean when handing discs. Never insert a disc which has a crack on its surface.
- When disconnecting the power cord form the AC outlet, always grasp it by the plug. Never pull the cord.
- Do not use force when operating the switches and buttons.
- Before moving the set, be sure to disconnect the power cord and all connecting cables.
- To keep the laser pickup clean, do not forget to close the disc tray.
- Do not attempt to clean the unit with chemical solvents as this might damage the finish. Use a clean, dry cloth.
- Keep this manual in a safe place for future reference.

CAUTION:

USE OF CONTROLS OR ADJUSTMENTS OR PERFORMANCE OF PROCEDURES OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATIO EXPOSURE.

⚡	**CAUTION**	⚠

TO PREVENT ELECTRIC SHOCK DO NOT RE-MOVE COVER (OR BOTTOM SCREWS). NO USER SERVICEABLE PARTS INSIDE REFER SERVICING TO QUALIFIED SERVICING PER- SONNEL.

DESCRIPTION OF THE FUNCTIONS

Function of the Main Unit :
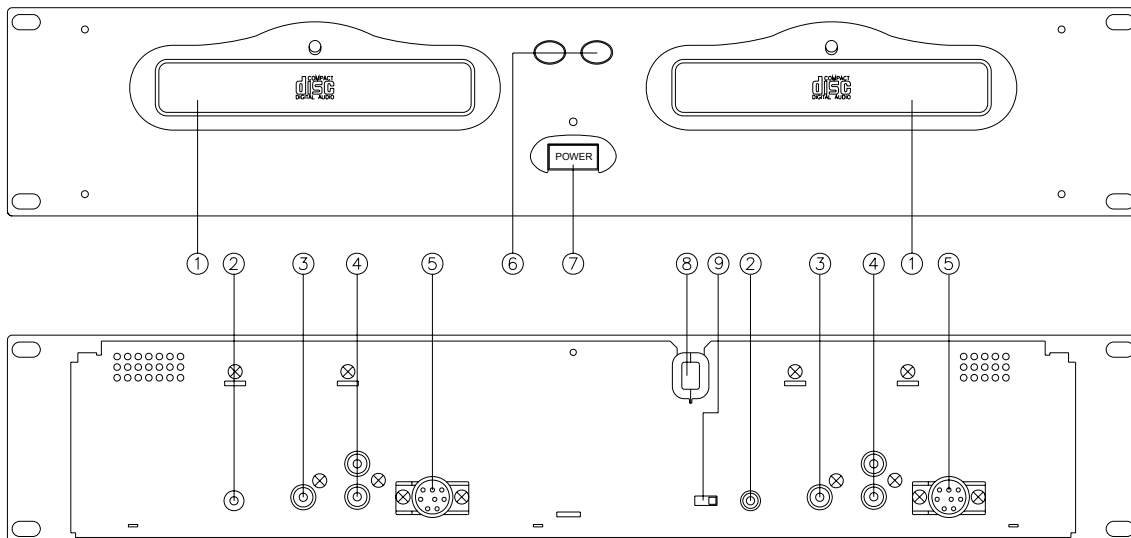
1. Disc Tray

The disc is placed on this tray. Pressing the disc tray open/close buttons ③ will open or close the tray.

2. START/PAUSE

This connector is used for fader start; connect it to a mixer, and remote control the "START/PAUSE" by moving the fader of mixer

3. DIGITAL OUT

The digital from each CD player is output from these jacks. Connect to the line input of the D/A Amplifier

4. LINE OUT (Output Jacks)

The audio from each CD player is output from these jacks. Connect to the line input of the mixer.

5. CONNECTOR PORTS

The 8-pin termination permits the connection of the main

unit to the control unit 1.

6. EJECT BUTTON

Press to eject the disc.

NOTE: Disc won't be ejected unless stop or pause button has been push first.

7. POWER (Power Switch)

Press the power switch to turn the unit on, and the LED indicator will be light. To switch the POWER off by pressing the POWER switch again
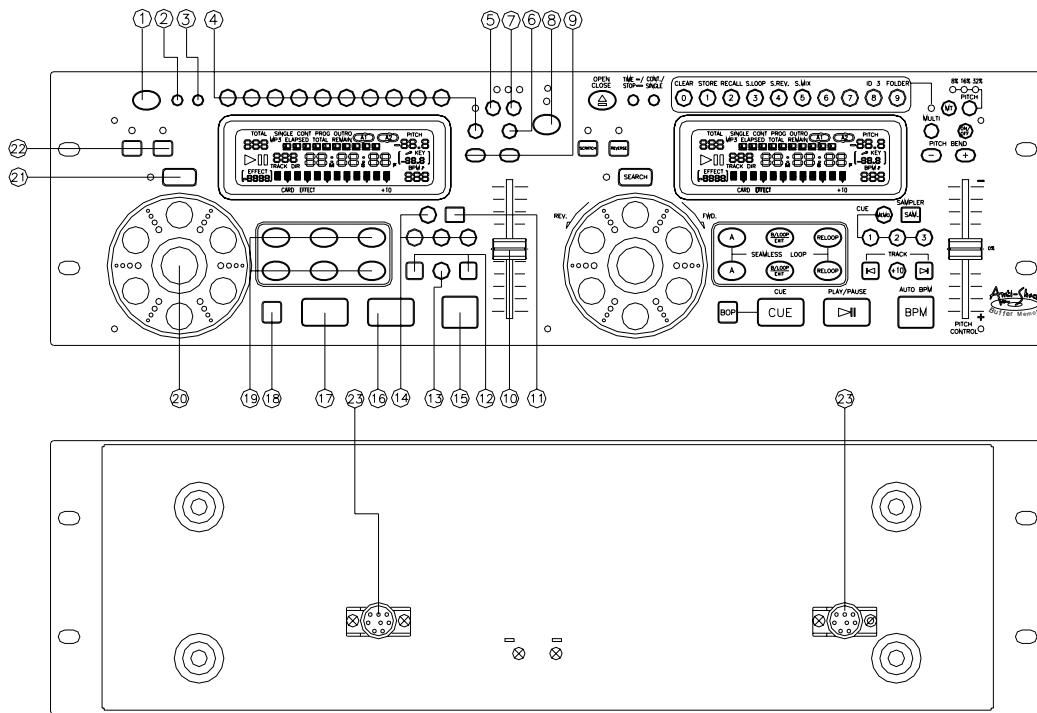
8. AC INPUT

Connecting this power cord into an AC wall outlet with the   proper AC voltage.

9. TACT / LOCK / CUE PLAY option

Select the type of switch in the mixer for FADERSTART wire remote control.

Function of the Control Unit

1. EJECT BUTTON
Press to eject the disc.
Note: Disc can't be ejected unless the stop or pause button has been pushed first.

2. TIME / STOP BUTTON
This button switches the time display between total remaining time, each remaining time and elapsed playing time. The unit will be in the "stop" mode if you continue pressing the button for 3 seconds.

3. CONT./SINGLE BUTTON (OUTRO)
To press this button it can switch between auto cue single and continue. The selected mode is indicated on the display.
*AUTO CUE SINGLE - After each track, the unit pauses at the beginning of next track. The playback starts from audible point.
*CONTINUE -To play all tracks continually.
*OUTRO - The unit will play the last 30 seconds of each track. Press the button for 3 seconds to switch OUTRO function.
Note: OUTRO is not available for MP3 music.

4. Multi functions / DIRECT ACCESS BUTTONS

* Multi function off
The buttons are direct access keys (0~9). To select the number of the track you would like to play.

* Multi function ON
- **Number 0** : CUE Point Memory Clear Function。
  Hold these two buttons for 2 seconds to clear CUE Point data.

  LCD shows[clear memory] for 2 sec
- **Number1**：CUE Point Store Function。
  Record new CUE Point Information , and LCD Display shows

  [Store□□□/○○○] for 2 seconds.

  □□□：Present saved CUE point number.

  ○○○：Remain memory volume.
- **Number2**：Recall CUE Point Function。
  The function can be ON only in PAUSE mode and use JOG WHEEL to select the Cue points. After the CUE point is found, press Play button to activate.
  LCD Display shows [Buffer CUE]
  Sec。
- **NO function for Number 3-7**

- **Number8**： ID3 display select
  Press the button to switch ID3 display item
  (File name / Title / Album / Artist)
- **Number9** : Folder/File select button
  Press these 2 buttons to enter the Folder/File select mode. Use Skip button to search the Folder/File.

5. KEY ON/OFF SWITCH
Press the button to switch KEY mode on or off.
- KEY OFF: The display shows the "KEY" in blinking, and the key changed according to the pitch change. The key parameter adjustment is not in effect
- KEY ON: The "KEY" lights on the display, turning the SCOPE knob to adjust the key. Slide the pitch slider will also change the key.
- KEY LOCK: Press the SCOPE knob to lock the key as set, sliding the pitch slider does not change the key.

6. ON/OFF BUTTON (PITCH)
Press the button to be PITCH ON mode, press it again on the PITCH ON mode, and blinks with unit on the PITCH OFF mode.

7. PITCH BUTTON
Select the pitch change range from ±4%, ±8%, ±16%, ±100% (for CDDA), ±4%, ±8%, ±16% for (MP3 Playback). The playback speed will change when you move the pitch control slider.

8. RELAY
Press the "RELAY" button to activate. When one unit is in play mode, and the other unit is in "pause" mode; pause the playing unit, the other unit will automatically start to play (the button will blink)..

9. PITCH BEND + / - BUTTON
When each of the two CD players is playing, the pitch bend function allows the position of the bass beat to be matched after the pitch has been adjusted. The pitch will automatically rise up to + 16% from the current setting while pressing the " + "button. While pressing the " – " button, the pitch will automatically drop to - 16 % from current setting. By the way of changing the pitch the position of the beats can be matched.

10. PITCH CONTROL SLIDER

To match the choices of playback speed (8%, 16%, 32%, 100%), you can choose what range you want between minimum (up side) and maximum (bottom side) by moving the pitch control slider.

11. SAM. BUTTON

Sampler is a kind of sound effect that you record the music from the track. While playing the music, you can use the sampler to mix with music. The maximum length is 8 seconds.

1. Set start point: Press the MEMO key, and then press SAM button, after memorizing the SAM button flashes quickly (2 times in 1 sec)

2. Set End point: Press the SAM button again, when the end point is memorized, the SAM button lights up (not flash).

3. Play Sampler: During PLAY mode, press the SAM button, then the button will flash slowly. (1 time in 1 sec)

12. TRACK BUTTON

These buttons select the track to be played.

13. +10 BUTTON

Press the button to forward 10 tracks. If you forward 10 tracks, and the tracks over total tracks, the unit will jump to track 1... between PLAY and PAUSE modes.

14. HOT-CUE

This unit will allow you to play from 3 cue points instantly.

a. Set CUE memory: Press the MEMO button first, and then press the CUE button to complete the CUE setting, then this CUE button will light up.

b. Play" CUE" memory: Upon pressing specific CUE button, it will flash about 5 seconds.

Note: This function is not available during perform REVERSE sound effect.

15. BPM BUTTON

You can get the BPM number automatically or manually. Pressing the BPM BUTTON for 3 seconds to switch between auto and manual control. The BEAT will be shown on the display! Under the manual mode, tapping this button to get the beat value.

16. PLAY/ PAUSE BUTTON

Each press of this button causes the operation to change between PLAY and PAUSE modes.

17. CUE BUTTON

The cue function allows the CD returning to the memorized point. In PAUSE mode, pressing the CUE button to set the cue point, and the CUE button blinks; in PLAY mode, press this button to pause the unit at the memorized point

18. BOP BUTTON

The playback will automatically play from the CUE point upon the button is pressed.

19. Seamless Loop (2 sets)

There is A, B/LOOP/ EXIT, RELOOP buttons.

i.. A BUTTON---"start point" (A point. Also, Cue 1 could be A point) After setting up the A point, the red Led light up

ii.. B/LOOP/ EXIT BUTTON: ---" End point"(B point). Press the B /LOOP button to set up the B point and start the loop playback automatically. Loop lights on the display and the 3 LEDs flash. Press this button again to exit the LOOP playback.

iii.. Return to the loop playback by pressing the RELOOP while in performance. However, if your want to return to loop playback, you can press RELOOP BUTTON

iv.. Change " START POINT" and" END POINT" by pressing the A& B/ LOOP/ EXIT button again

v.. The interval between A and B point must be more than 20 frames; otherwise, the B point will be canceled, then LOOP function disappear and LOOP fades on the display

20. JOG WHEEL

*Speed Control (SEARCH indicator off)

Rotating the wheel, in play mode, will change the playback speed accordingly. While rotating clockwise, the player speed increase; rotating counterclockwise, the speed decrease.

*Search (SEARCH indicator lights)

Rotating the wheel, the player will forward or backward quickly. The searching speed changed according to the dialing speed. It can be carried out by one frame increment.

The searching speed changed according to the dialing speed. It can be carried out by one frame increment.

21. SEARCH BUTTON

Pressed the button to switch the function of Jog Dial between SEARCH and PITCH BEND.

● When the indicator LED is light, dial the jog for quick search forward and backward.

● When the indicator LED is off, dial the jog for pitch bend function.

● If the jog is unmoved for 8 seconds, the indicator is off, and the jog is for pitch bend function.

22. SOUND EFFECT

REVERSE: The music is playing backward. This sound effect can be performed independently, or in parallel with other effect.

SCRATCH: Move the JOG Wheel backward or forward like scratching a turntable record. This sound effect can be performed independently, or in parallel with other effect.
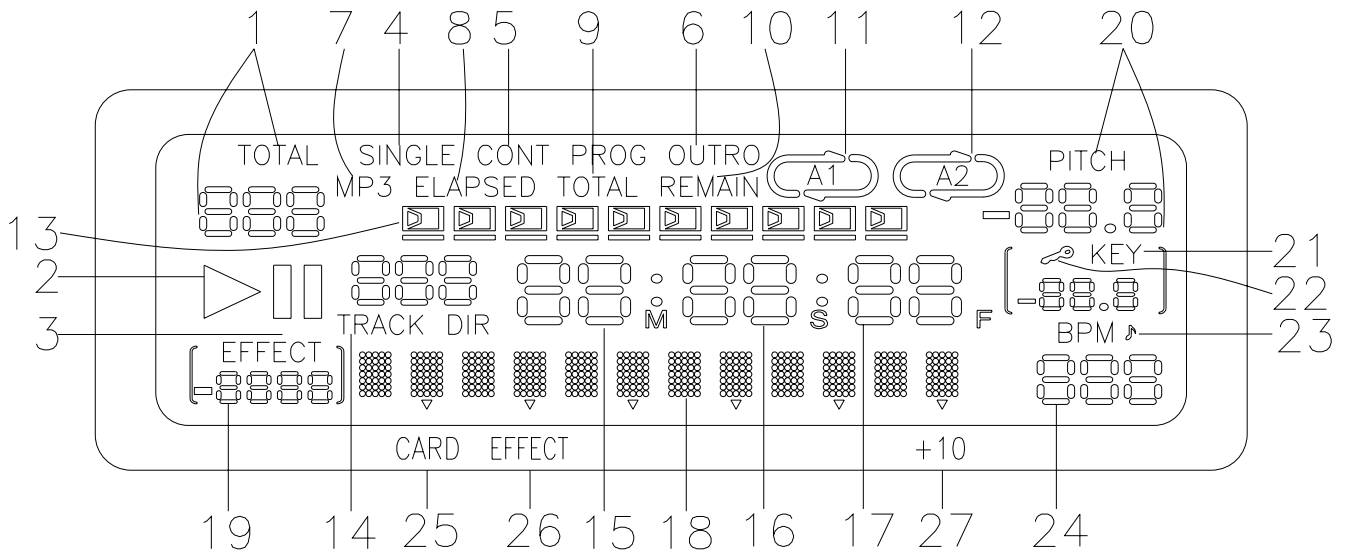
23. CONNECTOR PORT

The 8-pin(6-pin) termination permits the connection of the control unit to the main unit.

24. SLEEP:

Leave the unit unused for 30 minutes; the machine will shut off automatically.

LCD INSTRUCTION

1. **TOTAL TRACK** – the track number of the CD or CARD.
2. ▷ – The unit is in playing.
3. ‖ – The unit is paused
4. **SINGLE** – Shows when the unit is set to play only one track.
5. **CONT** – Shows when the unit is set to play the all tracks continually.
6. **OUTRO** – Shows when the unit is set to play the last 30 seconds of each track.
7. **MP3 –** Lights up when the unit is playing MP3 file.
8. **TIME MODE (ELAPSED) –** Shows the time as it is taking place.
9. **TIME MODE(TOTAL) –** Shows how much time is left on full CD, but not for MP3 CD.
10. **TIME MODE (REMAIN) –** Shows how much time is left on a particular track.
11. (A1) – A1 lights up after setting up start point(A point). A1 and (A1) flash after setting end point (B point) and start the loop playback automatically. A1 and (A1) light up after exiting the LOOP playback and in performance.
12. (A2) – Refer to SEAMLESS LOOP A1.
13. **TIME BAR –** Show the time length depending on the setting of the "TIME" mode.
14. **TRACK –** Shows the track number that is playing.

15. **MINUTES –** Shows the minutes elapsed or remaining depending on mode setting.
16. **SECONDS –** Shows the seconds elapsed or remaining depending on mode setting.
17. **FRAMES –** The CD Player breaks down a second into 75 frames for accurate cueing. This shows the frames elapsed or remaining depending on mode setting.
18. **EFFECT MODE DISPLAY –** Shows the effect name selected in effect parameter setting mode and shows the song name in performance.
19. **THE PARAMETER OF SOUND EFFECT (not for CDMP630)**
20. **PITCH –** The pitch change range
21. **KEY –** Lights up when KEY mode activated
22. ⌐ – Lights up when KEY mode activated.
23. **BPM:** Manual ; **BPM ♪**: Auto
24. **Number of Beat per minute**
25. **CARD ▼** – Lights up when the unit is reading SD card.
26. **EFFECT ▼** – Lights up when the EFFECT function is on. **(not for CDMP630)**
27. **+10 ▼** – Lights up and indicate the scope value of effect parameter to be adjusted 10 units each time.

Connections

Typical connections with a mixer is illustrated below. Please use it for reference.
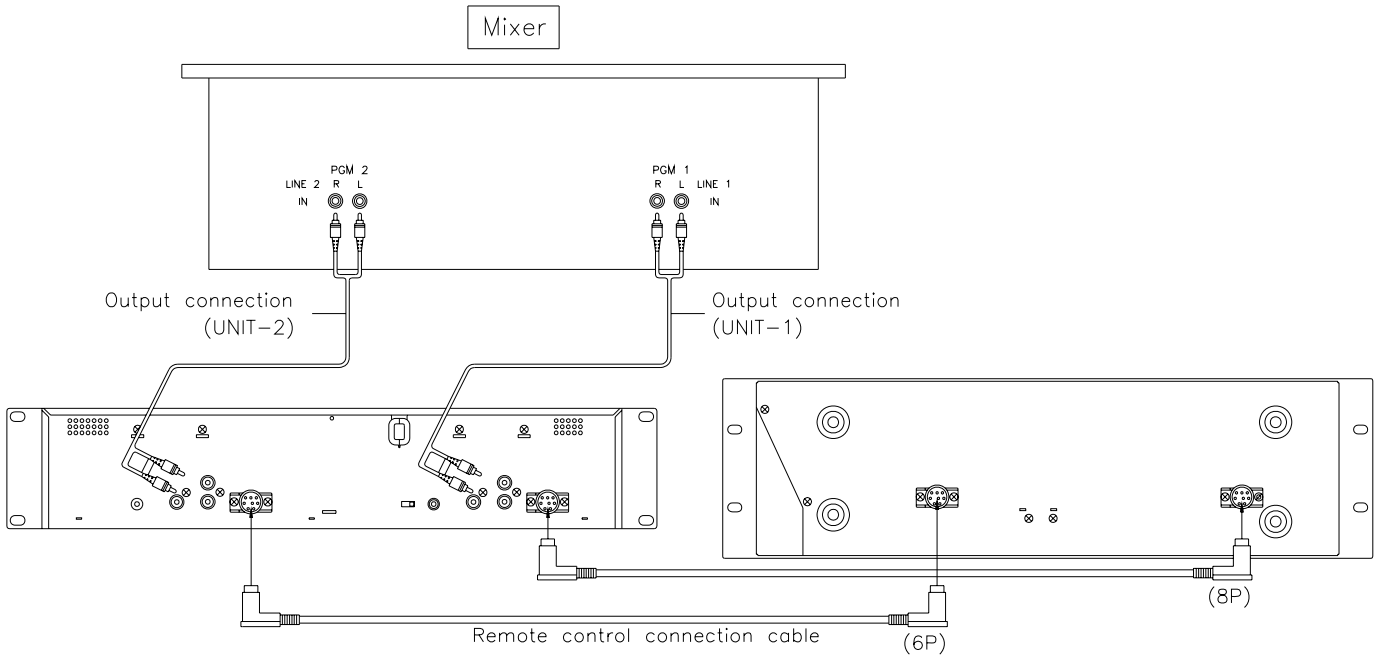
* Connect the connection cords to the line inputs of your mixer.
* The connection cords and the remote control connection cable are supplied with the main unit.
* Be sure to use the remote control connection cable which has been supplied. Use of another cable type might cause damage.
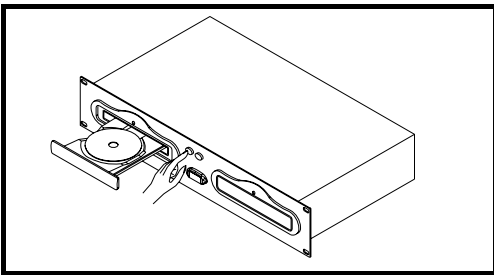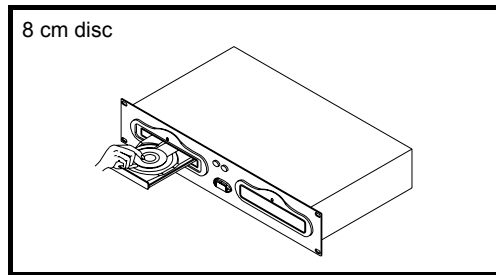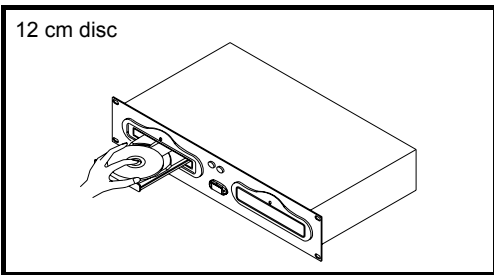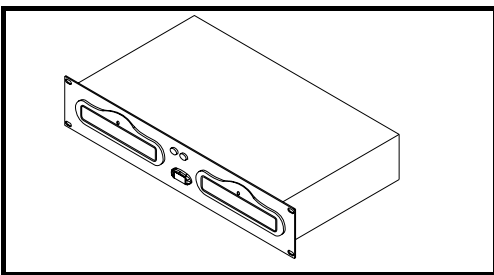
BASIC OPERATION
Loading and Ejecting the Disc
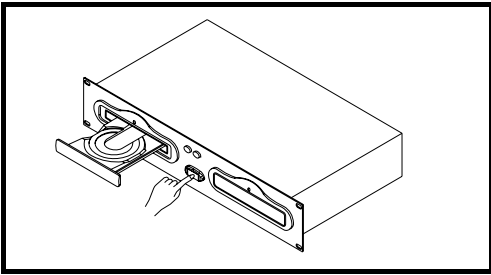
When the disc is loaded, press the EJECT button to eject the disc (This may be done on either the player or the remote control side.)

Place a disc in the disc loader

12 cm disc

8 cm disc

Push the disc to the loader.

While the disc is loaded, the preparation for disc play will begin.
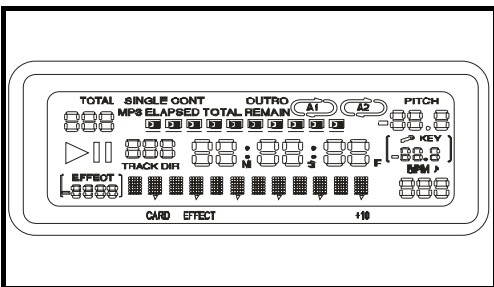
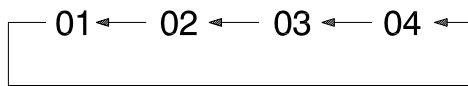When preparation is completed, the total tracks number & total playing time will display.
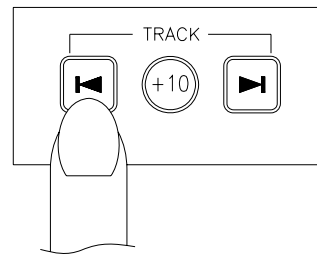
To the desired track

TRACK SKIP

To go back through the tracks
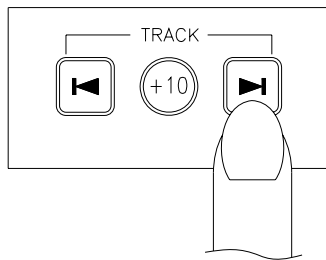
Tracks change as follows
(This is for a disc containing 4 tracks)

To advance through the tracks

Tracks change as follows

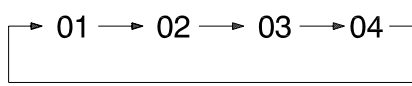01 ← 02 ← 03 ← 04 ←   → 01 → 02 → 03 → 04

When this button is pressed once, the CD player will skip backward to the beginning of the track, press twice will skip backward to the previous track.

When this button is pressed once, the CD player will advance to the beginning of the next track.

ANTI SHOCK MEMORY

This CD Player is equipped with an anti-shock memory, wish memorize 10 seconds of music before reading, to be not in case of shock.

Warning: This system can't work in case of repetitive shocks or vibrations and if the memory is not completely charged.

MATCHING THE BEATS PER MINUTE

Match the pitch by monitoring the music of both UNIT 1 and UNIT 2 by ear. When the tempo of the music of the selected CD player is slow compared to the tempo of the other player, move the slider to the + side and match the tempo. When fast, move to the - side.
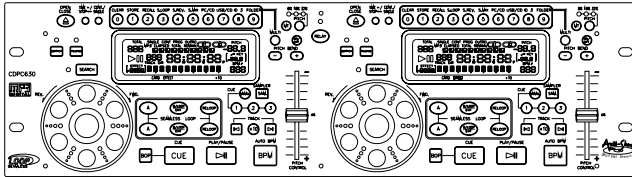
The following description is for the case of matching the pitch of UNIT 2 to the pitch of the music being played on UNIT 1.
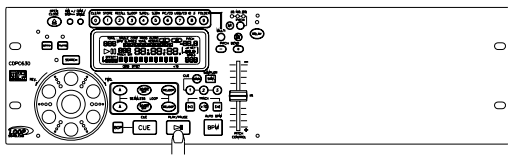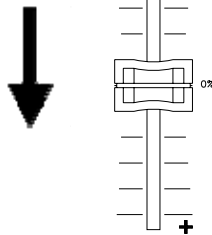
UNIT 1 is playing.
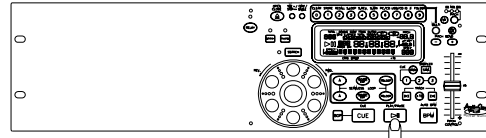
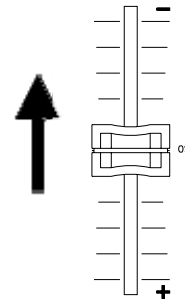Press PLAY/PAUSE to start UNIT 2.

Both CD players are playing discs.
Listen to UNIT 2 in your headphones.

When UNIT 2 is slow
compared to UNIT 1

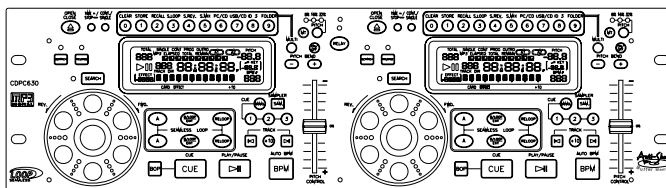When UNIT 2 is fast compared
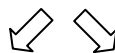to UNIT 1

Beat Matching Using Pitch Bend

A description of the procedure for matching the beat of UNIT 1 and UNIT 2 using the PITCH BEND stick is given below.

This description is for the case of matching the beat of UNIT 2 to the beat of the music being played on UNIT 1. (This procedure can be done on either Unit).
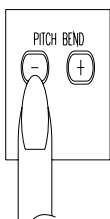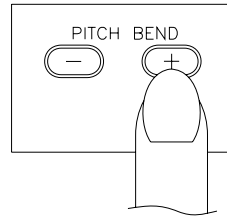
After Matching the BPM's

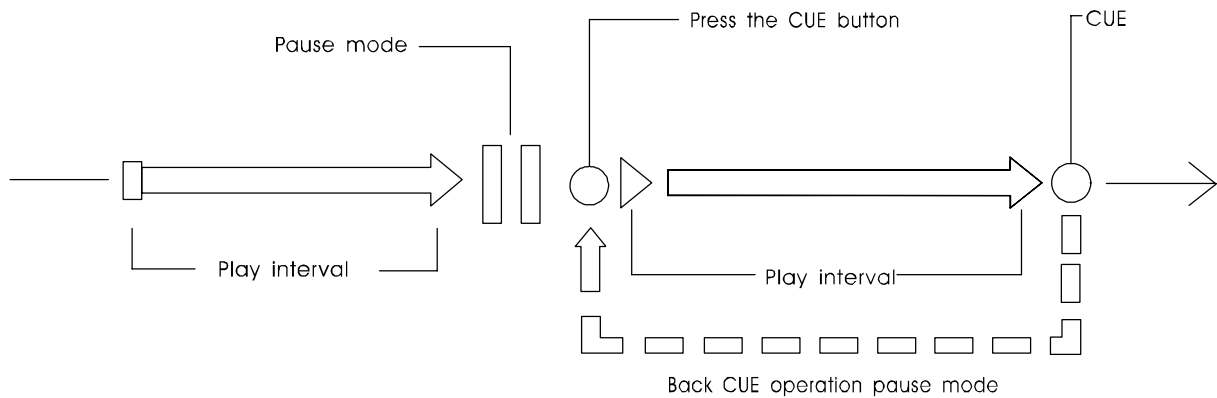BPM's (Beat Per Minute) are the same, however the bass beats are not matched.

When UNIT 2 is ahead.

When UNIT 2 is behead.

PITCH BEND

PITCH BEND

OPERATION OF CUE (WITH PLAY/PAUSE)

Pause mode — Press the CUE button — CUE
Play interval — Play interval
Back CUE operation pause mode

1. In pause mode, press CUE button to memorize a point for playing back. We mean it "cue point".
2. After "cue point" is memorized, in play mode, pressing CUE button will return the music back to the cue point and keep it in pause mode.
3. Press PLAY button again to perform from "cue point".

OPERATION OF A AND B/LOOP

Press A button — Press B/LOOP
Play interval
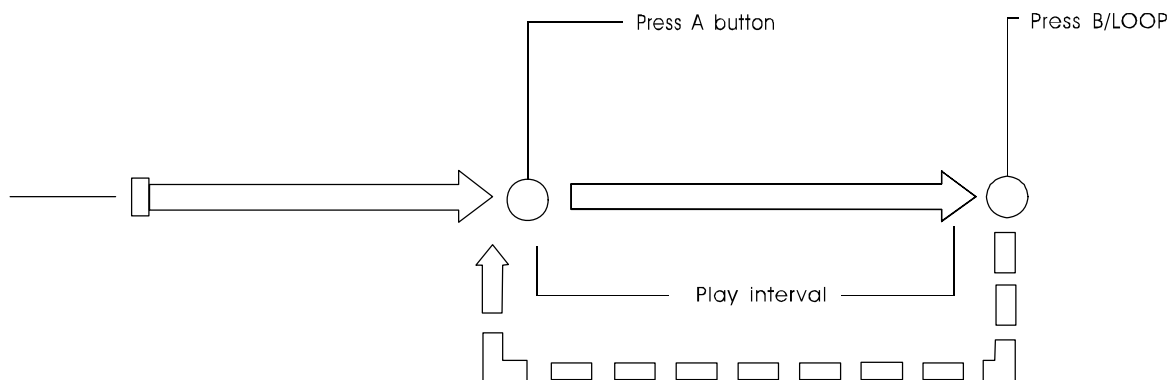
1. Set "A POINT" under play mode by pressing A button (without interruption during playback).
2. Press B/LOOP to memorize the ending point of loop, we mean it "B POINT". At the meantime, it blinks LOOP on the LCD, and the music automatically comes back to "A POINT" and loops between A & B points.
3. While the music loops between A & B, press ⊙(B/LOOP EXIT) to leave the loop. At the meantime, it lights LOOP on the LCD.
4. Press RELOOP again during playback, it returns the loop function.
5. Within play interval, you can change "A POINT" & "B POINT" by pressing A & B/LOOP button under play mode.
6. Also available to change "start point" by pressing A button in pause mode during loop function.
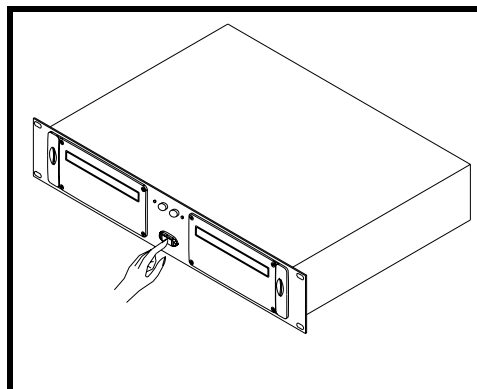
BEFORE SWITCHING OFF THE POWER

When you have finished using the CD player, before switching off the power, ensure that the disc is ejected
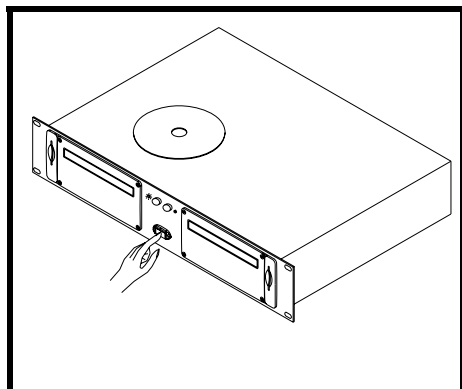
Do not switch off the power when the disc in the loader.	Switch off the power after the disc is ejected.
POWER OFF	**POWER OFF**

TROUBLESHOOTING GUIDE

If difficulties arise with your compact disc player, locate the apparent problem in the left-hand column of the table and follow the corrective action suggested in the right-hand column.

1. Is the compact disc player properly connected to the amplifier?
2. Is the amplifier set for the proper operation?
3. Have the operating instructions for the compact disc player been followed?

Symptom	Possible Cause	Corrective Action
The power fails to switch on when the POWER switch is set to ON	Poor power plug connection at the AC outlet.	Insert the power plug firmly into the AC outlet.
Disc play does not start	The disc is loaded upside down. The disc is too dirty.	Reload the disc with the label side up. Clean the disc.
No sound	Improper output cable connections. Improper amplifier operation.	Connect the output cable properly. Make sure that the amplifier controls are set properly.
Sound skips	The CD player is subject to vibrations or physical shock.	Change the installation location.
Hum	Loose cable connections.	Firmly connect all audio plugs.

PYLE
PRO®

IMPORTANT: Pack carefully in original carton if possible. We are not responsible for damage incurred in returning items for repair. A letter stating your exact street addres, daytime phone number, and the problem you are experiencing should be included. You must also enclose a copy of the original receipt a sproof of date of purchase

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